

# THE DEAD EYE

**BUCKLE UP YOUR RAD-SUIT.  
FIRE UP THE RIG.  
BEWARE THE TOX.**

**The Dead Eye** is an adventure card game for one player.

*Assume the role of a lone thermo-bandit  
downed on a hostile backwater planet.*

*Your mission? Find the next safe haven before you lose all hope and  
strength... and maybe, just maybe, find a way off of this desolate rock.*

*Face dangerous Encounters, salvage useful Parts and reach Further.*

## GAME OBJECTIVE

The Dead Eye is played over a series of *Runs*; the **object of a Run** is to reach the next Safe Haven.

The **object of the game** is to successfully reach the final Safe Haven and escape the Dead Eye before your reserves run out.

# COMPONENTS

In addition to the prelude comic book and this rulebook, the game consists of the following:

**14 Core cards** which form your starting Draw deck in every game.



**12 Hope cards** and **12 Strength cards.**

Hope and Strength represent resources that can run out: both during the course of a single run and over the course of the entire game.



**10 Destinations cards** representing places of interest and objectives that are unlocked over the course of the game. Destinations are unlocked in order.

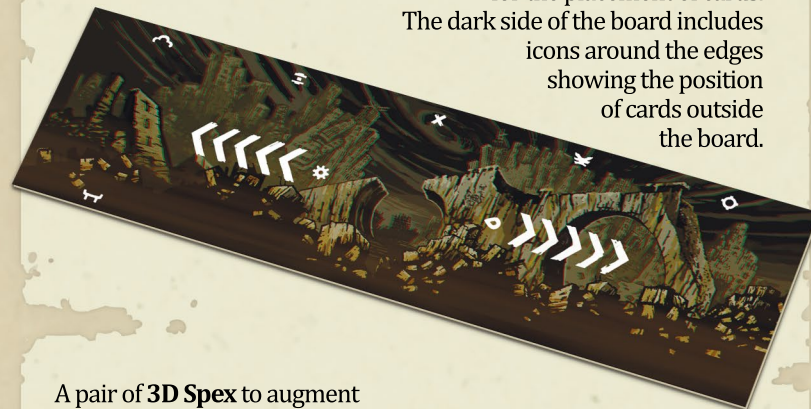


A **SatMap card** and a **plastic clip** to track your progress across the Dead Eye. After each successful Run you will advance the clip up on the tracker.

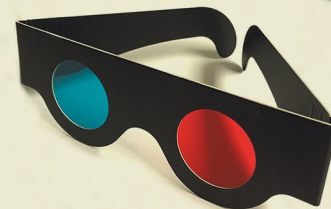


A **Retired card**, a **Reserves card**, a **Paused card** and **3 zip bags** used to identify and store sets of cards between runs.

A double-sided **player board** for the placement of cards. The dark side of the board includes icons around the edges showing the position of cards outside the board.



A pair of **3D Spex** to augment your adventure across the Dead Eye. Using 3D Spex is optional and is not required for gameplay. A second pair of 3D Spex is included to share or as a spare.





A pair of **Hook-behind 3D Spex** for use with reading glasses or for quick viewing.



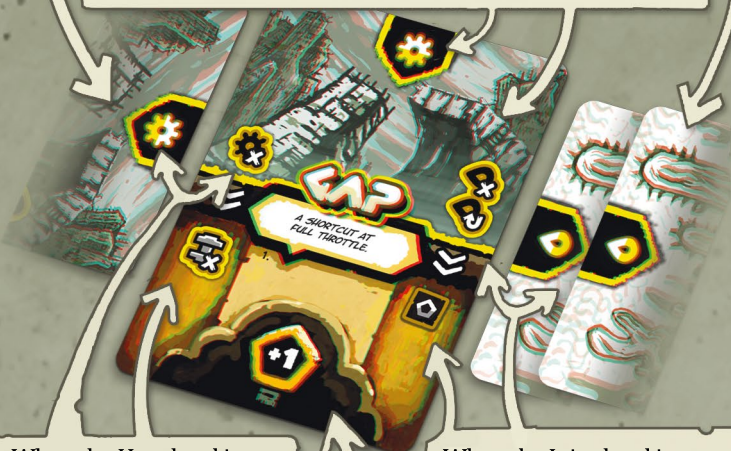
# GAME OVERVIEW

Cards in **The Dead Eye** represent **Encounters** that can have one of two **Outcomes**: Good or Bad.

A Bad Outcome is triggered by a buildup of dangerous **Heat**  to the left of the Encounter.

A Good Outcome is triggered by a buildup of valuable **Juice**  to the right of the Encounter.

Your starting Draw deck includes 6 cards with Juice icons and 6 cards with Heat icons. As you play through the deck, some of these cards will raise your Heat and Juice levels, while at other times the cards will be used as the Encounter itself.



When the Heat level is equal to or greater than the number of **triggers** shown on the upper-left of the card, there is a Bad Outcome, and all of the **effects** of icons on the left-hand side of the card are resolved from top to bottom.

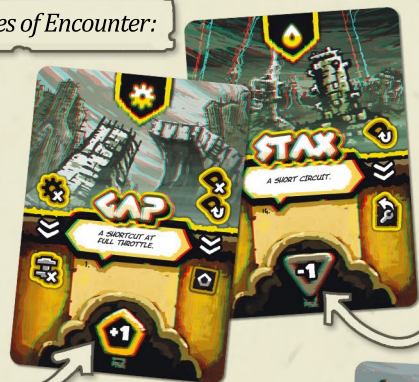
When the Juice level is equal to or greater than the number of triggers shown on the upper-right of the card, there is a Good Outcome, and all of the effects of icons on the right-hand side of the card are resolved from top to bottom.

Some cards are gained after an Outcome. The bottom middle of the card shows its effect once gained.

There are 5 Types of Encounter:

A **Distance Encounter** increases your **Distance** total when gained.

+1 Distance



A **Delay Encounter** penalizes your **Distance** total when gained.

-1 Distance

A **Safe Haven Encounter** rewards **Safe Haven** when gained. When you reach Safe Haven you complete the Run.

Safe Haven



Part

A **Parts Encounter** rewards a useful "item" when gained. These **Parts** have a special Power when used.



A **Twist Encounter** is never gained. It has a special effect and is then discarded.



In addition to the Encounters, there are 2 important Events:

**Rest** will allow you to activate all your gained Parts, while **Tox** is a slow clock of doom that wears away your Strength each time you play through the Draw deck.



# SET-UP

**1** Place the **game board** in front of you.

Icons around the edge show the position of cards outside the game board.

**Distance, Delay** and **Safe Haven** are added to the **Distance stack** located above the board to the far left.

The center of the board is reserved for an **Encounter**. **Heat** and **Juice** will build up in stacks to the left and right of this **Encounter**.

**Parts** are added to **The Rig** located below the board.

**2** Deal **5 Strength cards** face-down to form your **Strength pile** and **5 Hope cards** face-down to form your **Hope pile** with the **Discard pile** in between them.

**3** Place the **7 unused Strength cards** and **7 unused Hope cards** in a zip bag along with the **Reserves card** (used to later identify this set of cards) and return to the box sight unseen.



Leave a space in easy reach for the **Target Zone** where you will place revealed **Destinations**.

**4** Place the **10 Destination cards** to form the **Destinations deck**.



**5** Place the **SatMap card** to the side of the board, setting the **clip** to 0.

**7 Bonus:**  
The chaos wastelands of the **Dead Eye** are filled with electro-static!  
Use stereoscopic **3D Spex** to augment your adventure. Note: Gameplay does not require 3D viewing.



**6** Take the **14 Core cards** to form your starting **Draw deck**. The **Draw deck** is held in hand during play.





# HOW TO PLAY

The **Dead Eye** is played over a number of turns each consisting of three phases. Turns continue until you reach Safe Haven and **succeed in the Run** OR when you must discard Strength or Hope and are unable to do so and **fail the Run**.

## TURN SUMMARY

### 1 UNLOCK A DESTINATION

Check to see if you meet the **Unlock requirement** of the top card of the Destination Deck.

If you meet the requirement, reveal the **Destination** and add it to the **Target Zone**. Repeat this step if you meet the Unlock requirement of the next card, and so on.

### 2 FACE A NEW ENCOUNTER

If there are no cards in the **Encounter slot**, fill the slot with a Destination from the Target Zone OR with the top card of your Draw deck. This becomes the Encounter.

### 3 RESOLVE THE OUTCOME

Check if there is an Outcome to the Encounter. A Bad Outcome takes priority over a Good Outcome.

- If there is an Outcome, resolve the Outcome. This may cause the run to succeed or fail.
- If there is no Outcome, choose to either:
  - **Evade** the Encounter ( by returning it to the Target Zone if it is a Destination, or by adding it to the Heat or Juice stack ).
  - **Press On** and add the next card from the Draw deck to the Heat or Juice stack.

At any of the points marked , you may use **Parts**.

At the points marked , an **Event** card may be drawn. When you draw an Event, place it in the Encounter slot, on top of any Encounter that might be there already. Resolve the Event or postpone it by returning it to the bottom of the Draw deck. When the Event is resolved, discard it.

When you **need to draw a card** and the Draw deck is empty, shuffle the discard pile to form a new Draw deck.

## 1. UNLOCK A DESTINATION

Check to see if you meet the **Unlock requirement** of the top card of the Destination deck.

If you meet the Unlock requirement, reveal the **Destination** and add it to the **Target Zone**. Repeat this step if you meet the Unlock requirement of the next card, and so on.



*Game 1 Example:*  
The Unlock requirement of the top card is, "No Distance in the Distance stack". As you have gained no Distance, reveal the "Rek" Destination and add it to the Target Zone.

## 2. FACE A NEW ENCOUNTER

If there are no cards in the **Encounter slot**, fill it with a Destination from the Target Zone OR with the top card of the Draw deck.



Each Destination has a **Distance requirement**. This is the minimum total Distance that must be reached before you can face this Destination.

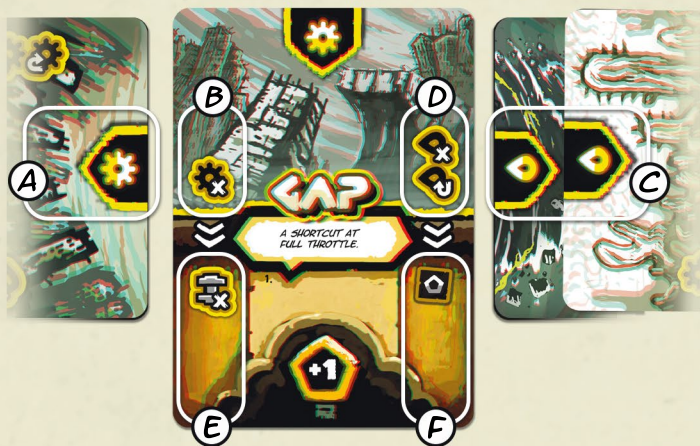
*Game 1 Example:*  
The Distance requirement for the Rek is 2 . You cannot yet face the Encounter at the Rek. Fill the Encounter slot with top card of the Draw deck.



### 3. RESOLVE THE OUTCOME

Compare the amount of **Heat** in the Heat stack (A) to the number of **Heat triggers** on the upper left-hand side of the Encounter (B)

If Heat is equal to or greater than the number of Heat triggers, there is a **Bad Outcome** (see side-bar).



If there is no Bad Outcome, compare the amount of **Juice** in the Juice stack (C) to the number of **Juice triggers** on the upper right-hand side of the Encounter (D).

If Juice is equal to or greater than the number of Juice triggers, there is a **Good Outcome** (see side-bar).

*Game 1 Example :*  
Your first Encounter is facing the Gap.  
A Bad Outcome will trigger if there is one Heat in the stack.  
A Good Outcome will trigger if there are two Juice in the stack.  
There is no Heat or Juice in either stack so there is no Outcome.



### BAD OUTCOME

First, resolve each Heat trigger from top to bottom.

There are two types of **Heat trigger**:



#### Lose Heat.

Remove the topmost card from the Heat stack and place it in the discard pile.



#### Postpone Heat.

Remove the topmost card from the Heat stack and return it to the bottom of the Draw deck.



Then, resolve the effect of each icon on the bottom-left of the Encounter from top to bottom (E). (See *Effects* on page 16)

If the card is not gained via an effect, either return it to the Target Zone (if it is a Destination), or place it in the Discard pile.

If any Heat remains in the Heat stack, leave it there.

### GOOD OUTCOME

First, resolve each Juice trigger from top to bottom.

There are two types of **Juice trigger**:



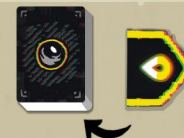
#### Lose Juice.

Remove the topmost card from the Juice stack and place it in the discard pile.



#### Postpone Juice.

Remove the topmost card from the Juice stack and return it to the bottom of the Draw deck.



Then, resolve the effect of each icon on the bottom-right of the Encounter from top to bottom (F). (See *Effects* on page 16)

If the card is not gained via an effect, either return it to the Target Zone (if it is a Destination), or place it in the Discard pile.

If any Juice remains in the Juice stack, leave it there.



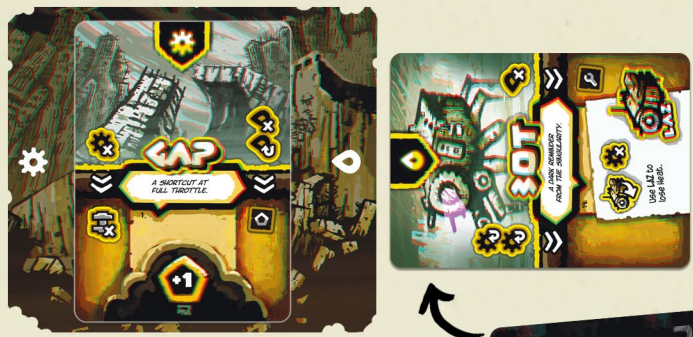
If there is no Outcome, you may choose to **Evade the Encounter**, by returning the card to the Target Zone if it is a Destination (A), or add the card to the Heat or Juice stack (B).

Note: Destinations can only be in the Target Zone, the Encounter slot, the Rig or the Distance stack; they are never added to the Draw deck or the Discard pile. If a Destination would be placed in the Draw deck or the Discard pile, return it to the Target Zone.



Game 1 Example:  
If you Evade the Gap it would be added to the Heat stack.

If you choose not to Evade the Encounter, **Press On** by adding the next card from the Draw deck to the Heat or Juice stack depending on the icon shown on the card.



Game 1 Example:  
You will gain 1 Distance if you overcome the Gap. Press On by drawing the next card from the Draw deck. The card has a Juice icon so is added to the Juice stack.

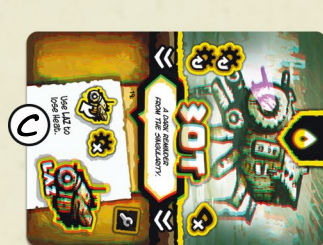
## PARTS

Parts are useful “items” that you will salvage from Encounters. When you gain a card with Parts it is **deactivated** (and turned sideways to denote this) (C).

A Part must be **activated** in order to be used. (see Events below)

You may use the **Power** (D) of any of your activated Parts.

Powers consist of effects (see page 16) and triggers (see page 11). After using its Power the Part is deactivated and turned sideways.



Part is deactivated.



Part is activated and ready to use.

## EVENTS

There are two important **Event** cards in your deck - **Rest** and **Tox**.

When you draw an Event, place it in the Encounter slot, on top of any Encounter card that might be there already.

Resolve the Event or postpone it by returning it to the bottom of the Draw deck. When the Event is resolved, discard it.

**Rest** allows you to activate all your deactivated Parts (turning the cards to their vertical orientation).

Unless your Draw deck is empty, you may instead Lose Hope to Postpone the Event (returning it to the bottom of the Draw deck).



**Tox** is the slow portent of doom!

Every time you draw

Tox you will need to Lose Strength.

Unless your Draw deck is empty, you may instead Lose Juice to Postpone the Event (returning it to the bottom of the Draw deck).





# END OF THE RUN

## FAIL IN THE RUN

If you are required to discard a Strength or Hope card and are unable to do so, you **fail in the run**.

Return all revealed Destinations from the Rig, the Distance stack and the Target Zone back to the top of the Destination deck with the lowest numbered card at the top of the deck (A). (Revealed Destinations can be identified by their green border (B)).



## SUCCEED IN THE RUN

When you gain a Destination with **Safe Haven** (B) you **succeed in the run**.

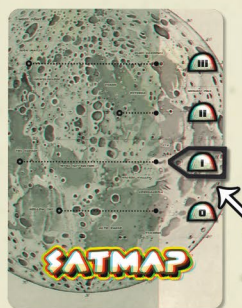
Move the **tracker** up on the **SatMap** to the next Safe Haven icon (C).



If you have reached **Safe Haven III** you have escaped The Dead Eye and **won the game**.

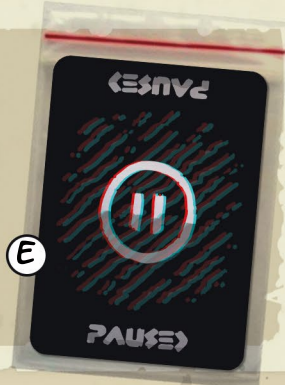


If you have not reached Safe Haven III, remove all revealed Destinations from the Rig, the Distance stack and the Target Zone and place these cards in the zip bag with the **Retired** card (D). (Revealed Destinations can be identified by their green border (B)).



## PAUSE THE GAME

If you decide not to start the next run immediately, you can pause your game by placing your 14 Core cards, 5 Strength and 5 Hope cards, and the remaining Destination deck, in the zip bag containing the **Paused** card (E). When you next play, proceed to *The Next Run* on page 15.



## THE NEXT RUN

Separate the 5 Strength, 5 Hope and 14 Core cards into their respective decks. (Any excess cards added via effects are randomly removed and returned to the zip bag with **Reserves** card (F).)

Shuffle your Strength and Hope piles and remove one Strength and one Hope card.

Place the removed cards unseen in the zip bag with the **Retired** card (D). (These will not be used again until you reset the game.)



Add one Strength and one Hope card to your Strength and Hope piles from the unused cards in the zip bag with the **Reserves** card (F).

Shuffle the Strength and Hope piles. Shuffle your 14 core cards.

**Start the next run** by following *Set-up* on page 6 (ignoring step 3.)

If you are unable to add a new Strength and Hope card from the Reserves when you prepare for the next run, you permanently succumb to the Tox and **lose the game**.



## RESET THE GAME

Remove all cards from zip bags and separate all cards into their respective card backs. Arrange the Destination deck in order with the lowest number card on the top of the deck (A). Shuffle the 12 Strength cards, 12 Hope cards and 14 Core cards. Proceed with *Set-up* on page 6.



# EFFECTS



**Gain this card as Safe Haven.**

Safe Haven is added to the Distance stack. When you acquire Safe Haven you **succeed in the Run**.



**Gain this card as Distance.**

Distance is added to the **Distance stack** (house icon). Distance is cumulative. (eg. +1 Distance)



**Gain this card as Delay.**

Delay is added to the Distance stack. Delay penalizes your Distance total. (eg. -1 Distance)



**Gain this card as Parts.**

Parts are added to **The Rig** (wrench icon). When a Part is gained it is deactivated (unless otherwise specified). A Part is turned sideways to indicate that it is deactivated.



**Protection.** Cancel the effect shown.

A Part with Protection may be used during an Outcome. (eg. Prevent the loss of one Hope this turn).



**Lose a card.** Discard the top card of the Draw deck to the Discard pile.



**Scan a card.** Look at the front and back of the top card in the Draw deck and then return it to the top of deck. If you scan multiple cards, return in the order drawn.



**Postpone a card.** Return the topmost card in the Encounter slot to the bottom of the Draw deck.



**Gain Juice.** Increase Juice by 1. This may cause an Outcome.



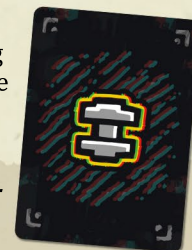
**Lose Hope.** Discard a Hope card from the Hope pile, turning the card face-up and adding it to the discard pile. If you are unable to do so, you **fail in the run**.

*Tip: Hope cards include Juice (coin icon). Pay attention to the back of your Draw deck after the next shuffle.*



**Lose Strength.** Discard a Strength card from the Strength pile, turning the card face-up and adding it to the discard pile. If you are unable to do so, you **fail in the run**.

*Tip: Strength cards include Heat (fire icon). Pay attention to the back of your Draw deck after the next shuffle.*



**Gain Strength.** Add a Strength card to the top of the Strength deck from the cards included with Reserves.



**Lose Distance.** Discard a card with Distance from the Distance stack to the Discard pile. You cannot choose to discard Delay.



**Lose a Part.** Discard a Part from the Rig to the Discard pile.



**Activate a Part.** Activate a deactivated Part in the Rig.



**Deactivate a Part.** Deactivate a Part in the Rig.



**Repeat effect** (eg. Deactivate all Parts in the Rig.)



**Special action.** Refer to the text on the card.

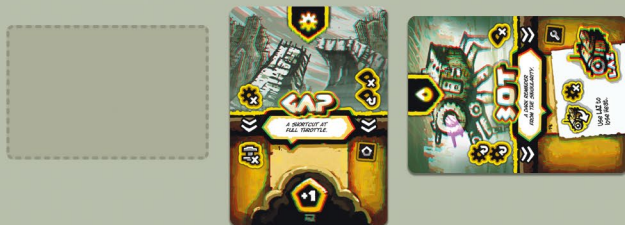


**Condition.** This effect can only be used when facing this Type of Encounter. (eg. Use against a Parts Encounter.)

# EXAMPLE OF PLAY

Game 1 Example (continued):

2nd Turn begins: No new Destinations can be unlocked and as there is currently an Encounter, you repeat Phase 3: Resolve the Outcome. You check for an Outcome. 0 Heat versus 1 Heat trigger. No Bad Outcome. 1 Juice versus 2 Juice triggers. No Good Outcome.



Press On and draw the next card from the Draw deck.



<<Tox! There must be a leak in the Rig!>>

Tox is an Event and is added to the Encounter slot on top of the Gap. You must first resolve Tox before you can continue.

Do you **Lose Strength** OR do you choose to **Lose Juice** to **Postpone Tox** ? You have Strength to spare so Lose Strength and add one Strength card face-up to the Discard pile and then add Tox to the Discard pile.



You now have a choice: If you draw Heat it will trigger a Bad Outcome and you will Lose Strength . If you draw a card with Juice it will trigger a Good Outcome and you will gain +1 Distance . Do you choose to Evade the Encounter or Press On?



If you choose to **Evade the Encounter**, the following occurs: Gap is moved to the Heat stack. As the Encounter slot is now empty you fill it from the Draw deck. An Encounter with the Tunl! You check for an Outcome: 1 Heat versus 2 Heat triggers. There is a no Bad Outcome. 1 Juice vs 1 Juice trigger. There is a Good Outcome. **Lose Juice** . Tunl is gained as **Distance** and added to your Distance stack. The Heat remains in the Heat stack.



If you choose instead to **Press On**, the following occurs: You draw a card. It has a Heat icon so is added to the Heat stack. You check for an Outcome: 1 Heat vs 1 Trigger and there is a Bad Outcome. You **Lose Heat** and **Lose Strength** . Lastly, the Gap is discarded. The Juice remains in the Juice stack.



<<Auto-malfunctioning! Switch to manual override>>>Start Turn 3!



# FAQ

**Cax.** If there are less than three cards left you may only scan as many cards as remain. The scanned cards go back in the same order.

**Destination 3.4** As a free action you may choose to discard one Juice from the stack. Juice discarded during a Good Outcome does not meet the Unlock requirement.

**Discard pile.** There is one discard pile for all Strength, Hope and Core. When shuffling the Draw deck it is encouraged to not look at the shuffle. You may only view the back of the top card of the Draw deck.

**Holo.** This Power can be used to postpone the current Encounter or an Event. ie. the top card in the Encounter slot.

**Postpone.** Return the card to the bottom of the Draw Deck.

**Rek.** There is are no Heat triggers at this Encounter.  
Heat will simply accumulate and no Bad Outcome will occur.

**Rokt.** A Bad Outcome will only trigger when there are at least two Juice in the Juice stack.

# CREDITS

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